

## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of:	)	
MARK RIDER, ET AL.	)	Examiner: S. Ashburn
Application No.: NYA	)	Group Art Unit: 3713
Filed: June 6, 2001	)	
For: LARGE SCREEN GAMING	)	June 6, 2001
SYSTEM AND FACILITY	)	
THEREFOR	)	

[This application is a continuation  
of Appln. No. 09/322,914, now allowed]

Commissioner for Patents  
Washington, D.C. 20231

PRELIMINARY AMENDMENT

Sir:

Prior to examination on the merits, kindly amend  
the above-identified application as follows:

IN THE SPECIFICATION:Page 4

Line 28, after "stations" insert--.--.

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Line 9, insert the following:

--According to another aspect of the present  
invention, there is provided a method for operating a  
commercial motion picture theater comprising the steps of

alternately: displaying a motion picture after admitting members of the public to view it upon payment of an admission fee; and operating computer game software that displays images on a screen in the theater, created by a computer that responds to player input from a plurality of user stations located at the seats of the theater. Preferably, the method includes providing public access to user stations at a plurality of seats in the theater, accepting and validating identification from users at the user stations to allow them to engage as players in computer game play, initiating the game play when motion pictures are not being displayed, accepting input provided by the players via the user stations aggregating the input to create game images, displaying the game images, and terminating the game and subsequently displaying a motion picture. Most preferably, the method also includes the step of debiting the user identification in an amount charged as payment to engage in the computer game, for example by means of a smart card, credit card or debit card.

According to yet another aspect of the present invention, there is provided an entertainment facility, comprising a theater having a projection screen and a plurality of seats arranged in rows facing the screen, a projector for showing motion pictures on the screen, a computer, game software executed by the computer, a plurality of user stations, each having communication means and also

interface means for receiving user input, and means connected to a computer for displaying video images created by the computer in response to the user input.--

**IN THE CLAIMS:**

Kindly cancel Claims 1-14 without prejudice.

Kindly add Claims 15-23 as follows:

15. A method of providing large screen, interactive computer gaming in a screening room of a motion picture theater having a projection screen on which game images can be displayed, said method comprising the steps of:

providing public access to user stations at a plurality of seats in said motion picture theater screening room;

allowing said users to engage as players in computer game play displayed on said screen;

initiating said game play when said screen is not being used to display a motion picture;

accepting manual inputs provided by said players via said user stations;

in response to said manual inputs, aggregating the user inputs to create game images;

projecting the created game images on said screen; and

terminating said game play before said screening room is used to display a motion picture.

16. The method of claim 1 wherein said game images comprise video game images.

17. The method of claim 2, further comprising the step of accepting and validating identification from said users at said user stations, before allowing said users to engage as players in said computer game play.

18. The method of claim 3, further comprising the step of debiting said user identification in an amount required as payment to engage in said game play.

19. A method of providing large screen, interactive computer gaming in a screening room of a motion picture theater, said method comprising the steps of:

after projecting motion pictures in said screening room, allowing users to engage as players in computer game play displayed on the screen of said screening room;

initiating said game play when said screening room is not being used to display a motion picture;

accepting manual inputs provided by said players via user stations at a plurality of seats in said motion picture theater screening room;

in response to said manual inputs, aggregating the user inputs to create game images; and

displaying the created game images on said screen at a time when no motion pictures are being projected thereon.

20. The method of claim 5 wherein said game images comprise video game images.

21. The method of claim 6, further comprising the step of accepting and validating identification from said users at said user stations, before allowing said users to engage as players in said computer game play.

22. The method of claim 7, further comprising the step of debiting said user identification in an amount required as payment to engage in said game play.

23. A method of providing interactive entertainment in a motion picture theater screening room having a plurality of seats, comprising the steps of:

at some times displaying a motion picture in said motion picture theater screening room after admitting members of the public to view said motion picture; and

at other times, when not displaying a motion picture, operating computer game software that displays computer game images in said motion picture screening room in response to user manual inputs received from user stations disposed adjacent at least some of said

seats, the images being created by a computer that responds to player input from the user stations.

Applicants' undersigned attorney may be reached in our Washington, D.C. office by telephone at (202) 625-3507. All correspondence should continue to be directed to our address given below.

Respectfully submitted,

  
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